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QUALITY SOFTWARE'S

CATALOG

SPRING/SUMMER 1982

Ready-To-Run Software Programs For The

ATARI 400
AND
ATARI 800

QUALITY SOFTWARE

ATARI 400/800 PRODUCTS

QS QUALITY SOFTWARE

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QS FORTH™

By James Albanese

Step into the world of the remarkable FORTH programming language. Writing programs in FORTH is much easier than writing them in machine language, yet FORTH programs run almost as fast — many times faster than BASIC programs. QS FORTH is based on fig-FORTH, the popular model from the FORTH Interest Group that has become a standard for microcomputers.

FORTH is a language that builds on itself. You define new commands based on existing commands, thereby adding words to the FORTH dictionary. QS FORTH comes with several commands that access the special features of the ATARI computer. You can write others — easy access is provided to every part of the computer's memory.

QS FORTH is a disk-based system that can be used with up to four disk drives. Five modules are included:

1. The FORTH KERNEL. This is the standard fig-FORTH model customized to run on the Atari computer. It must always be loaded.
2. An EXTENSION to the basic vocabulary that contains some handy additional words including a CASE statement (similar to an ON . . . GOTO in BASIC).
3. An EDITOR that allows editing source programs (screens) using the same type of on-screen editing available with Atari BASIC.
4. A I/O MODULE that makes I/O operations easy to set up. PRON and PROF turn the printer on and off, and commands such as OPEN, CLOSE, PUT, GET, SETCOLOR, and SOUND are available.
5. An ASSEMBLER that allows defining FORTH words as a series of 6502 assembly language instructions.

Modules 2-5 are provided in the form of source code on diskette, and are only loaded into RAM when the programmer needs them. The programmer can write more compact, more efficient programs because unnecessary words do not have to be included in applications programs.

Substantial documentation includes a tutorial introduction to FORTH and numerous examples, and is nicely packaged in a three-ring binder. A listing of the Assembler Module source is included in the documentation.

QS FORTH requires at least 24K of RAM and at least one Atari 810 disk drive.

Manual Only — $39.95 (#6303)
Diskette and Manual — $79.95 (#6304)

ASSEMBLER
By Gary Shannon

Write your own 6502 machine language programs with this inexpensive in-RAM editor/assembler. Use the editor to create and edit your assembler source code. Then use the assembler to translate the source code into machine language instructions and store the code in memory. Simple commands allow you to save and load the source code to and from cassette tape. You can also save any part of memory on tape and load it back into RAM at the same or a different location. Assemblies can be displayed on the video and/or printed out on the Atari printer. A very useful feature allows you to view and modify hexadecimal code anywhere in memory. The instruction booklet includes the listing of a LOADER program written in BASIC which will load tapes created by the assembler. Instructions on how to interface machine language subroutines to your BASIC programs are also included.

Users have found that our ASSEMBLER assembles two to three times faster than Atari's ASSEMBLER/EDITOR cartridge. And ASSEMBLER includes a symbol table, which Atari's cartridge does not.

Features of the assembler are:

- All 6502 mnemonics plus BGE, BLT
- Pseudo-Ops include ORG,OBJ,HEX,ASC,EQU,DA,DS,END
- Turn video display on and off with VON, VOF
- Turn printer on and off with PON, POF
- Commenting allowed
- Error checking

Assembler requires 16K of user memory and runs on both the Atari 800 and the Atari 400.

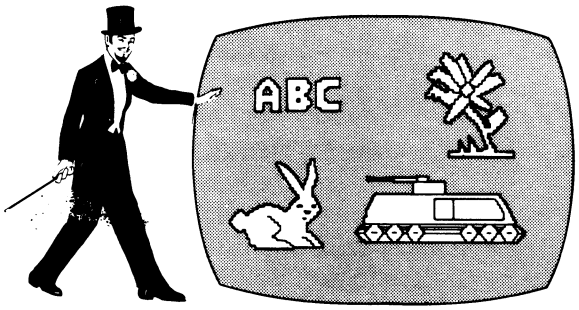
On cassette only — $24.95 (#6097)

6502 DISASSEMBLER
By Bob Pierce

This easy to use disassembler is a BASIC program that decodes the part of memory you specify, translating machine code into assembly language and displaying it in assembly language format on the video and on the printer if you have one. 6502 DISASSEMBLER can be used to disassemble the operating system ROM, the BASIC cartridge, and machine language programs located anywhere in RAM except where the DISASSEMBLER itself resides. (Most Atari cartridges are protected and cannot be disassembled using this disassembler.) An optional display will interpret memory as ASCII characters rather than as machine instructions. 6502 DISASSEMBLER requires only 8K of user memory and runs on both the Atari 800 and the Atari 400. Disk version requires 24K.

Cassette — $11.95 (#6095)
Diskette — $14.95 (#6096)

Character Magic



By Chris Hull

One of the best features of the Atari is that the user is able to define his own characters. But defining characters can be difficult and time consuming. CHARACTER MAGIC makes the job easy and fun. There are actually six character graphics modes in the Atari, only three of which are supported by the operating system (graphics modes 0, 1, and 2). All six are supported by CHARACTER MAGIC, including characters with descenders and two sizes of multi-color characters. The multi-color modes are especially important, because they allow the user to simulate high resolution graphics using fast character graphics (Starbase Hyperion and Ali Baba use multi-color character graphics). CHARACTER MAGIC allows you to design characters by moving a cursor, using either a joystick or the keyboard, within an enlarged representation of the character image. A group of characters can be defined at the same time, making it easy to design larger shapes. A display mode lets you display characters in their actual size, arranged in the pattern you expect to use them in. Examples show you how to save your character definitions and use them with your BASIC programs.

Cassette — $29.95 (#6315)
Diskette — $29.95 (#6316)

This is a protected product. *See note on page A17.*

This product was not available when the catalog was printed. Please contact Quality Software for availability information.

FLEX-TERM

By James Albanese

Convert your Atari computer to a flexible communications terminal. Used with a modem, and an Atari 850 Interface module, this program permits you to communicate easily and efficiently over telephone line with other computers or to format data for a serial or parallel printer. Using FLEX-TERM, you may prepare programs, reports, letters, or documents at home, and transmit them to a computer at the office. Or you can use FLEX-TERM to exchange letters, data, or programs with other personal computer users.

FLEX-TERM formats incoming data that exceeds the width of the Atari screen. Words are rarely broken by a carriage return.

Incoming data may be stored in RAM and subsequently written to disk. DOS files may be loaded into memory and transmitted to another computer. Word processor generated files, BASIC programs, machine language files, and text files generated by FLEX-TERM's own on-board editor may be transmitted or received. Short pre-defined messages, including log-on routines, may be written, stored, and then transmitted by a single keypress.

FLEX-TERM allows the user to configure the system for the four independent serial channels of the interface module. Baud rate, stop bits, and parity choices may be selected from a menu. Input and output translation tables permit the user to define suitable changes to the input or output data in a flexible and powerful fashion.

An on-board line editor can be used to edit text files prior to printing or transmission. And the line editor can be used to write short letters, articles, or to set up the ESC and control character for printing forms or special graphic features.

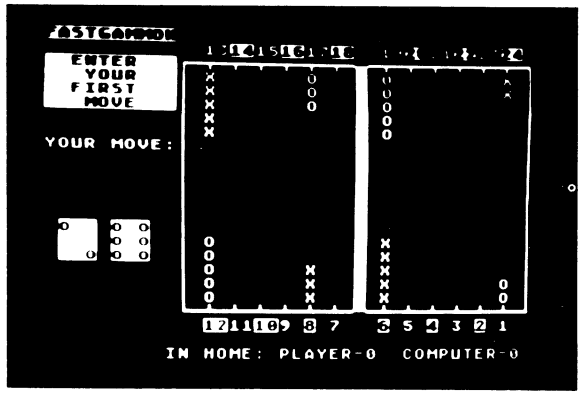
Requires an Atari 400/800 computer with at least 32K of memory, an 810 disk drive, an 850 Interface module and a modem. Contact Quality Software for availability.

Diskette — $79.95 (#6320)

This is a protected product. See note on page A17.
This product was not available when the catalog was printed. Please contact Quality Software for availability information.

FASTGAMMON™
By Bob Christiansen

Play backgammon against a talented computer opponent. This program is the latest and best version of the most popular backgammon-playing program for personal computers - FASTGAMMON. FASTGAMMON was so named because the computer takes only an instant to decide on its moves. Then you see the move take place on a graphical representation of a backgammon board. Moves are also displayed in numerical format so you can review the last moves by the player and computer. Several options are available: you can roll your own dice or let the computer roll them for you; you can adjust the display speed to be fast or slow; and you can play a game using the same dice rolls as the previous game. The latter feature is a great aid in improving your skills at backgammon. Beginners find it easy to learn backgammon by playing against the computer, and even very good players find it a challenge to beat FASTGAMMON. The 12-page instruction booklet includes the rules of backgammon. Written in machine language. Requires only 8K of RAM and runs on both the Atari 400 and the Atari 800.



On cassette only — $19.95 (#6091)

By Jerry White

Here is great entertainment for everyone! Two players listen while the Atari starts playing a tune. As soon as a player thinks he knows the name of the song, he presses his assigned key. The computer will ask him to NAME THAT SONG! If he types in the right title, he wins the points, otherwise they go to his opponent. NAME THAT SONG has over 150 songs that are selected at random by the computer, and the instruction booklet shows how easy it is to add your own songs to the BASIC program. For younger players or for those who aren't sure of their song titles, there is a multiple choice option where you select one of four suggestions. The cassette version includes both the standard program that requires at least 24K of RAM and a shorter program that runs in 16K. The shorter version is the same except that it includes fewer songs. The diskette version requires at least 24K of RAM.

Cassette — $14.95 (#6309)
Diskette — $17.95 (#6310)

STARBASE HYPERION™
By Don Ursem

You will soon become absorbed in this intriguing, original space simulation of war in the far future. Use strategy to defend a front line Star Fortress against invasion forces of an alien empire. You create, deploy, and command a fleet of space ships and manage ground support at the same time. Your mission is to hold out until friendly forces from other Starbases can come to your rescue. Survival demands wise allocation of your resources, which include power generators, shields, and sensors, as well as various classes of spacecraft. Real time responses are sometimes required to take advantage of special tactical opportunities. To improve your chances of survival, you can study the STARCOM Battle Manual, which contains the latest intelligence concerning the alien empire. Color, sound, and special graphics add to the enjoyment of this program. At least 24K of RAM is required.

Cassette — $19.95 (#6307)
Diskette — $22.95 (#6308)

This is a protected product. See note on page A17.

TARI TREK II™
By Fabio Ehrengruber

Get ready for a more exciting trek through space. The original Tari Trek has been overhauled and is back with improved graphics, a Type 'N Talk* option, and more. The outstanding sound and color of Tari Trek are now joined by voice prompting (Type 'N Talk required) and interrupt-driven graphics to insure that Tari Trek is the most fun to play of all trek games for the Atari. To rid the galaxy of the evil Klingon warships, you must use strategy to guide the starship Enterprise around stars, through space storms, and amidst enemy fire. Nine levels of play allow you to make the mission as easy or as challenging as you wish. Fewer resources are available and more Klingons appear at the higher levels. At the highest level you are also playing against time. Damage to your ship can be repaired in space at a cost of time and resources, or limp back to base if you can for repairs and new supplies. Named for that famous space explorer, Tandy A. Tari, TARI TREK II is the best trek value there is for your Atari. Requires 24K of user memory. The voice option requires an Atari 850 interface and a Type 'N Talk.

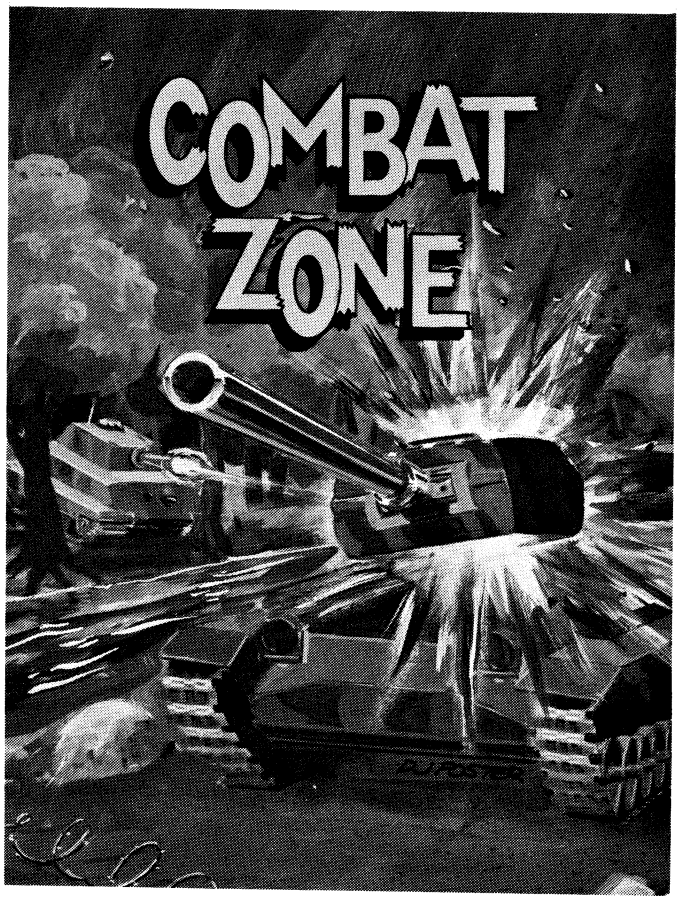
Cassette — $19.95 (#6321)
Diskette — $19.95 (#6322)

*Type 'N Talk is a trademark of Votrax.

This is a protected product. See note on page A17.

This product was not available when the catalog was printed. Please contact Quality Software for availability information.

COMBAT ZONE™
By Ben Cutler

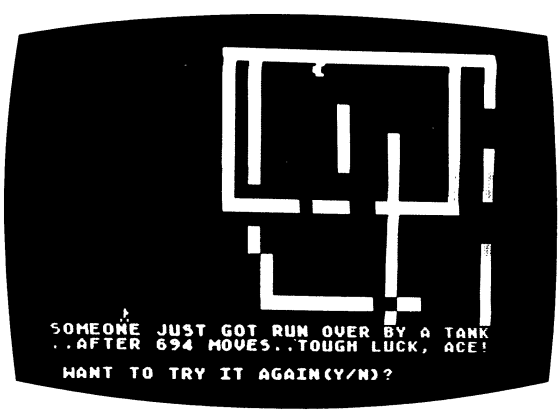


COMBAT ZONE is an action game for two to four players. Tank commanders can play separately or in teams, controlling squadrons of tanks in a battle to the finish. COMBAT ZONE is programmed entirely in machine language for true real time action and response. It uses sophisticated interrupt-driven techniques that allow all players to move and sounds to be heard simultaneously. Watch the smooth player-missile graphics as your tanks move under trees, get stuck in shell craters, or speed along roads. Well aimed cannon fire and strategically dropped antitank mines blast enemy armor into smoking ruin, accompanied by professional sound effects. Every new battle is staged on new, full color terrain. There are five different playing variations, three different types of terrain, and seven different tank speeds — a total of more than 100 ways to play the game! COMBAT ZONE runs on both the Atari 400 and 800 and requires 16K user memory.

Cassette — $19.95 (#6317)
Diskette — $19.95 (#6318)

This is a protected product. See note on page A17.

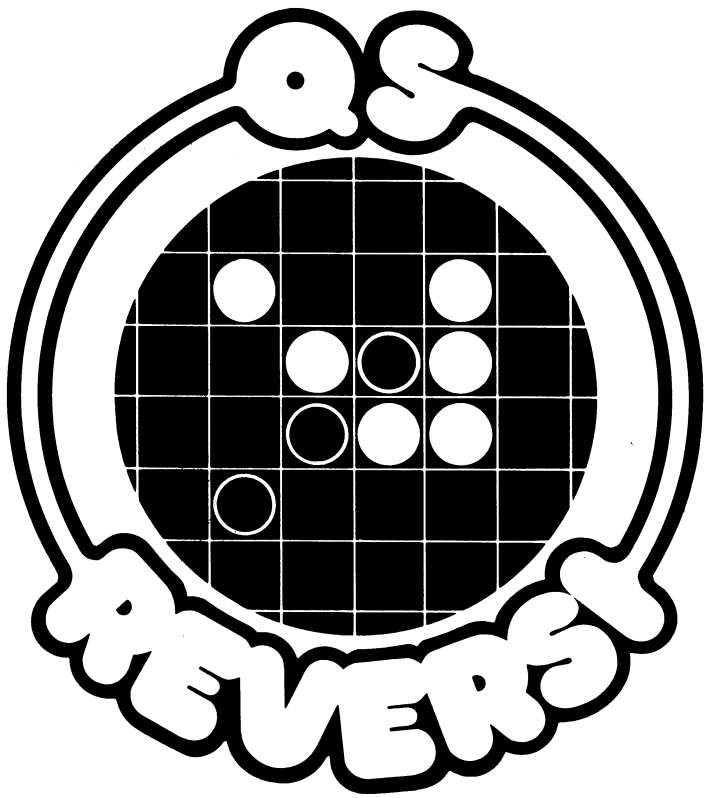
This product was not available when the catalog was printed. Please contact Quality Software for availability information.



TANK TRAP™
By Don Ursem

A rampaging tank tries to run you down. You are a combat engineer, building concrete barriers in an effort to contain the tank. Use either the keyboard or an Atari joystick to move your man and build walls. If you trap the tank you will be awarded a rank based on the amount of time and concrete you used up. But they'll be playing taps for you if you get run over. There are four levels of play. At the first level, the tank cannot penetrate your walls, but you can climb over them. At the second level, some of your concrete is slow curing, and the tank can break through before it cures. At level three, you also have civilians to protect, and you lose if one of them gets run down. At the highest level, the tank has a cannon and can shoot through any wall unless you stay close by. Music, color, and sound effects add to the excitement. Written in BASIC with machine language subroutines. Requires at least 16K of user memory. Runs on the Atari 800 and on an Atari 400 with 16K RAM. Disk version requires 32K.

Cassette — $11.95 (#6301)
Diskette — $14.95 (#6302)



QS REVERSI

By Lee Merrill

Reversi is an ancient game of strategy, more recently called by the name of Othello*. QS REVERSI is ready to challenge you to a game at any level. Beginners will find it easy to learn the game playing against QS REVERSI — soon you will be beating the computer at its lowest level of play. But move up slowly, because QS REVERSI plays expertly at its highest levels. There are 12 levels of play, and few humans can beat it above level 10. QS REVERSI's excellent algorithms allow it to make its move decision very fast. Only at levels above 8 do you notice any delay at all, and at level 12 the maximum decision time is about four minutes. We have found that QS REVERSI outplays other commercially available microcomputer Othello games, including Hayden's REVERSAL. Some of the features of the game are:

1. Cursor move selection makes it easy to see and select your move.
2. The board is displayed in high resolution graphics.
3. Tournament mode displays row and columns in tournament notation and requires that moves be specified by row and column (as in a tournament).
4. You are allowed to back up your moves, and then move forward again if you back up too far.
5. A text display is available that records, in standard notation, the moves that have been made.
6. The computer's skill level may be changed at any time during the game.
7. Handicapping is allowed.

The instruction manual includes the rules of Reversi. Requires 48K of user memory for highest levels of play, but is playable up to level 9 with 32K of user memory. Sold on diskette only.

Diskette — $29.95 (#6324)

*Othello is a registered trademark of Gabriel Industries, Inc.

This is a protected product. See note on page A17.

This product was not available when the catalog was printed. Please contact Quality Software for availability information.

Ali Baba and the forty thieves

By Stuart Smith

Encounter sultans, thieves, fierce and friendly creatures as you guide your alter ego, Ali Baba, through the thieves' mountain den in an attempt to rescue the beautiful princess. Treasure, magic, and great danger await you! ALI BABA allows one or more players to participate in the adventure. Up to seventeen friendly characters — humans, elves, halflings, and dwarfs — can join together to fight off thieves, amass great wealth, and rescue the princess. Each player guides his own character or group of characters. Watch your adventure take place in high resolution, color graphics. Music and sound effects, too! At first, you may just wish to explore the many rooms, halls and caves, seeing how long you can survive or how much gold you can collect. As you gain experience, you will attempt to rescue the princess. There are some wandering characters (mostly evil) that appear randomly, so each adventure will be a little different. The frequency at which the wandering monsters appear is selectable, so you can make the game as challenging as you wish. Your adventure can be saved on diskette and resumed at a later time. ALI BABA comes only on diskette and requires 32K of user memory.

Diskette — $32.95 (#6314)

This is a protected product. See note on page A17.

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CATALOG

SPRING/SUMMER 1982

Ready-To-Run Software Programs For The

apple II

AND

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QUALITY SOFTWARE

APPLE II PRODUCTS

QS QUALITY SOFTWARE

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Beneath Apple DOS

A Technical Manual
By Don Worth and Pieter Lechner

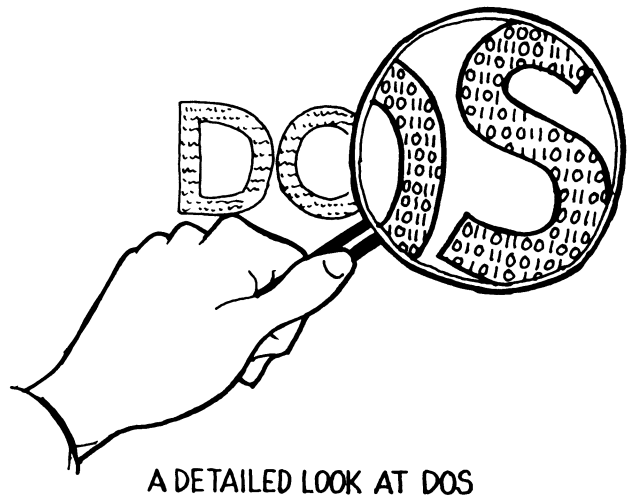
Become an expert on the intricacies of Apple's DOS (Disk Operating System). BENEATH APPLE DOS is the perfect companion to Apple's DOS 3.3 Manual. Containing eight chapters, three appendices, a glossary, an index, and over 160 pages, this manual will serve to completely fill in the many gaps left by Apple's DOS 3.3 Manual. Written for Apple users with DOS 3.3, 3.2 or earlier versions, any Apple disk user would welcome having this carefully written manual at his fingertips.

LEARN . . .

- How DOS 3.3 differs from other DOS versions.
- How disks are protected.
- How tracks are formatted.
- How to use the disk directly, *without* DOS.
- How to call DOS's file manager.
- How *every* routine in DOS works.
- How to customize DOS to your needs.
- About the "secret" file types — S and R.

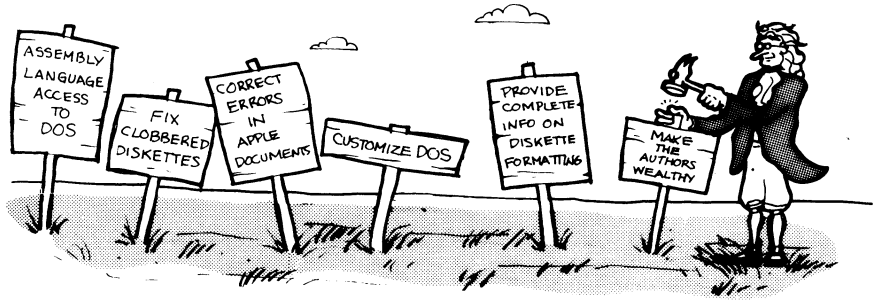
INCLUDES . . .

- Large quantities of excellent diagrams and tables.
- Source listings of useful disk utilities.
- Glossary of over 150 technical terms.
- Exhaustive description of DOS program logic.
- Handy reference card.
- Useful patches to DOS.
- Many programming examples.



A DETAILED LOOK AT DOS

Book — $19.95 (#6493)



THERE WERE SEVERAL REASONS FOR WRITING "BENEATH APPLE DOS"....

Bag of Tricks

By Don Worth and Pieter Lechner

The authors of the best selling book *Beneath Apple DOS* have come up with what many feel is the best set of disk utilities ever offered for the Apple. They call it their BAG OF TRICKS. It's four comprehensive utility programs on diskette and documentation that includes many more pages of information about the Apple II's disk operating system. BAG OF TRICKS is useful to beginners and experienced programmers alike. It includes many "hand holding" tutorials that assist you in repairing damaged diskettes and allow you to change sector ordering, reconstruct blown catalogs, etc., etc., etc. And BAG OF TRICKS is reasonably priced. Shouldn't you have your own BAG OF TRICKS?

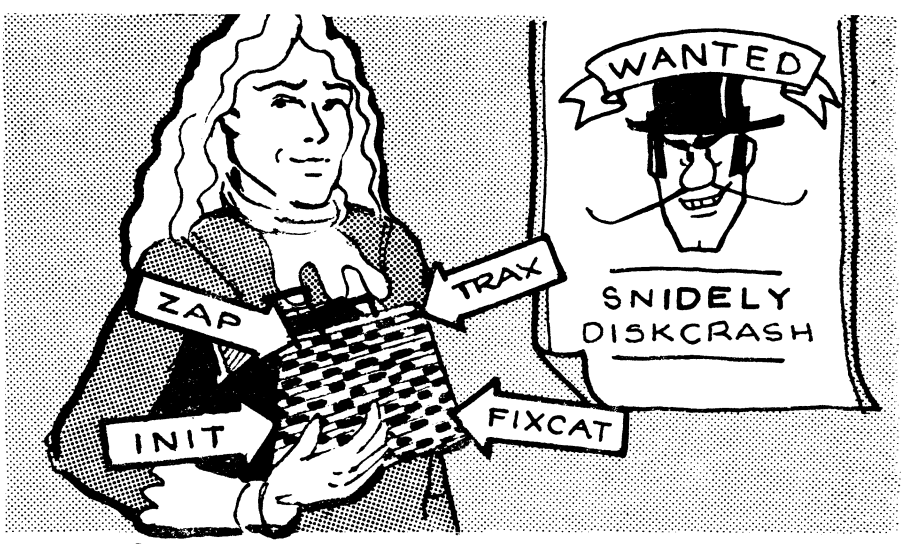
The four programs and their functions are:

1. TRAX dumps and examines a raw track, either 13-sector or 16-sector, displays the internal Apple diskette formatting information, and flags exceptions to standard formats.
2. INIT will reformat one or more tracks, attempting to preserve the contents of undamaged sectors. It also allows you to change sector order. This can cut disk read times by 40 percent!
3. ZAP is a sector editor like no other! More than 50 commands are available to assist you to locate, compare, change, or print the data on your diskettes. ZAP is even programmable! Using powerful macros, it is possible to transfer and compare DOS, CP/M, or PASCAL files.
4. FIXCAT automates the process of repairing a damaged diskette catalog. It operates with or without user intervention, locating "lost" files and rebuilding the catalog — from scratch if necessary! DOS removal and VTOC repair are also possible.

BAG OF TRICKS requires 48K of user memory and one disk drive.

Diskette — $39.95 (#6408)

This is a protected product. See note on page A17.



ARMED WITH YOUR BAG OF TRICKS,
YOU NEED NOT FEAR "SNIDELY DISKCRASH"

LINKER
By Don Worth

Turn your Apple II or Apple II Plus into a powerful and productive software development machine with this superb linking loader/editor package. LINKER does all of these things:

- Dynamically LOADS and RELOCATES suitably prepared machine language programs anywhere in RAM.
- Combines a MAIN program with subroutines. You can assemble a subroutine once and then use it with as many MAIN programs as you wish.
- Produces a MAP of all loaded routines, giving their location and the total length of the resulting module.
- Automatically LOADS each routine as it is needed.
- Will search more than one diskette for needed subroutines.
- LOADS either UP from an address or DOWN from an upper boundary.
- Routines are either PACKED together or forced to EVEN PAGE ALIGNMENT at your option.
- Can be called as a subroutine itself to LOAD PROGRAMS DURING EXECUTION and MANAGE OVERLAYS.
- Contains a LIBRARY OF SUBROUTINES including binary multiplication and division, print text strings, format numbers for printing, convert ASCII number to binary, delay in tenths of seconds, tone generator, random number generator, exit to BASIC and complete DOS text file access (OPEN, CLOSE, POSN, READ, WRITE).

LINKER works with virtually any assembler for the Apple II. Requires 32K of RAM and one disk drive. The 13-sector diskette will boot with both DOS 3.2 and DOS 3.3.

manual only $19.95 (#6083)
diskette and manual $49.95 (#6084)

CROSS-REF

By Jim Aalto

Applesoft programmers will be delighted to have this cross reference utility program in their 'tool kit' of software aids. What can CROSS-REF do to speed and facilitate your Applesoft program development? Consider these functions:

VARIABLE CROSS REFERENCE - lists alphabetically all program variables and shows each line number in which each variable is used.
FIND VARIABLE - finds a specific variable and lists only the line numbers in which the variable occurs.
REPLACE VARIABLE - allows the user to change the name of a variable throughout part or the entire program without retyping or editing lines.
LINE CROSS REFERENCE - produces an ordered list of program referenced line numbers (GOTOs, GOSUBs, THENs, and RUNs) showing each line number in which the references occur.
VARIABLE ONLY LISTING - lists alphabetically all variables.
LINE ONLY LISTING - provides an ordered list of referenced line numbers.

Cassette — $22.95 (#6401)
Diskette — $24.95 (#6402)

Ali Baba and the forty thieves

By Stuart Smith

Encounter sultans, thieves, fierce and friendly creatures as you guide your alter ego, Ali Baba, through the thieves' mountain den in an attempt to rescue the beautiful princess. Treasure, magic, and great danger await you! ALI BABA allows one or more players to participate in the adventure. Up to seventeen friendly characters — humans, elves, halflings, and dwarfs — can join together to fight off thieves, amass great wealth, and rescue the princess. Each player guides his own character or group of characters. Watch your adventure take place in high resolution, color graphics. Music and sound effects, too! At first, you may just wish to explore the many rooms, halls and caves, seeing how long you can survive or how much gold you can collect. As you gain experience, you will attempt to rescue the princess. There are some wandering characters (mostly evil) that appear randomly, so each adventure will be a little different. The frequency at which the wandering monsters appear is selectable, so you can make the game as challenging as you wish. Your adventure can be saved on diskette and resumed at a later time. ALI BABA comes only on diskette and requires 32K of user memory.

Diskette — $32.95 (#6410)

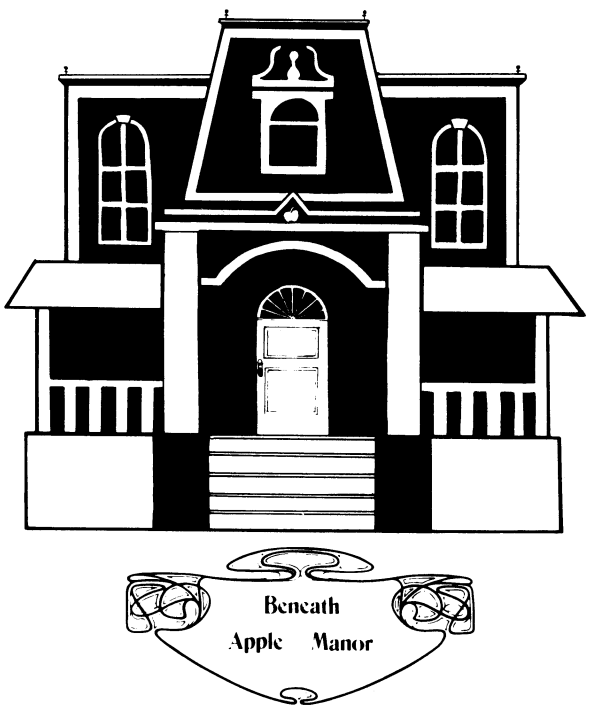
This is a protected product. *See note on page A17.*

This product was not available when the catalog was printed. Please contact Quality Software for availability information.

FRACAS™
By Stuart Smith

This is a fantastic adventure game like no other. Up to eight players can participate in FRACAS at the same time. Journey in the land of FAROPH, searching for hidden treasure while warding off all sorts of unfriendly and dangerous creatures like the Ten Foot Spider, Bill the Bartender or the Headless Horseman. You and your friends can compete with each other or you can join forces and gang up on the monsters. You may attempt to achieve different goals such as acquiring a certain amount of wealth, meeting in a specified room, or destroying a particularly wicked monster. At the start you may define your own characters with the desired strength and skill to make your task as easy or as challenging as you like. Rooms are displayed graphically. Your men and the monsters are displayed as colored markers. Sound effects enliven the battles. Save your adventure on diskette or cassette and continue it at some other time. Requires at least 32K of RAM. Both Applesoft and Integer BASIC versions are included on the tape or disk. The diskette version is a 13-sector diskette that boots on both DOS 3.2 and DOS 3.3.

Cassette — $19.95 (#6071)
Diskette — $24.95 (#6072)



Cassette — $14.95 (#6081)
Diskette — $19.95 (#6082)

BENEATH APPLE MANOR™
By Don Worth

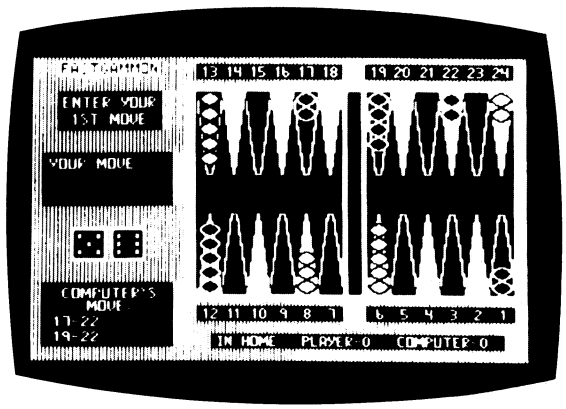
Descend beneath Apple Manor into an underground maze of corridors, rooms, and secret passages in quest of rich and powerful treasures. The dungeon complex consists of many floors, each lower level more dangerous than the last. If you can reach the lowest level, you may even find the ultimate object of your quest, the fabled golden apple of Apple Manor. Strategy is extremely important, and you can increase your capabilities to deal with the dangerous monsters you encounter as you gain experience. Green slimes, ghosts, trolls, purple worms, and red dragons lurk in the halls beneath Apple Manor. The monsters are different, each having unique capabilities and movement. The player can select from ten different difficulty factors, which range from very easy to very difficult. You can also specify the number of rooms per dungeon level, and whether or not you want color or black and white graphics. The illustrated manual includes strategy hints. Written in integer BASIC with machine language subroutines. Requires integer BASIC and at least 16K of RAM on cassette or 32K of RAM on diskette. The diskette version is a 13-sector diskette that boots on both DOS 3.2 and DOS 3.3.

METEOROIDS IN SPACE™
By Bruce Wallace

We have taken our popular space game, formerly called Asteroids in Space, and made some important improvements. To accent these improvements we have given it a new name — METEOROIDS IN SPACE. Your space ship travels through a shower of deadly meteoroids. If your ship is hit, it will be destroyed, so you use your laser gun to blast the meteoroids. Big meteoroids shatter into smaller meteoroids when hit, and the smaller ones are usually faster and just as deadly. From time to time you will encounter an alien space ship whose mission is to destroy you, so you'd better destroy it first. All the action is displayed in fast, smooth, high resolution graphics, accompanied by sound effects. You now can control your ship using one of two options — the Apple game paddles or the keyboard. One of the game paddle buttons controls the laser fire. You can give your engines thrust to propel them around in the endless galaxy. In METEOROIDS IN SPACE, the spaceship's velocity gradually decreases unless more thrust is applied, adding an element of control. Also new to this version is a hyperspace feature — with the press of a key you can get out of a tight spot by translating instantly to another spot in the galaxy. You score points for each target you hit, and the game is over when five of your ships have been destroyed. An additional ship is added for every 10,000 points you score. Runs on any Apple II with at least 32K of RAM and one disk drive.

Diskette — $19.95 (#6076)

This is a protected product. See note on page A17.



FASTGAMMON™

By Bob Christiansen

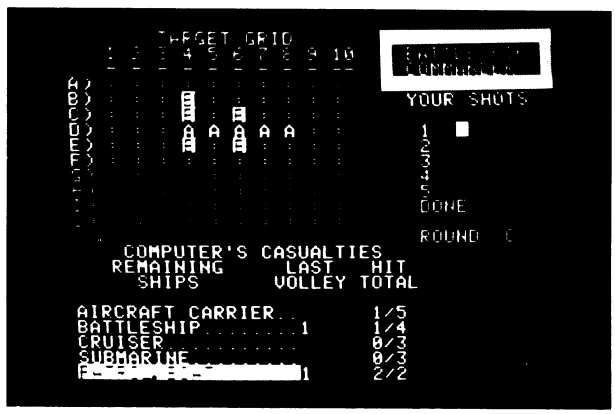
Known for its outstanding graphics and its speed of play, this popular program is the standard to which other computer backgammon games are compared. It's you against the computer, and if you can beat FASTGAMMON more than half the time, you're a good backgammon player. High resolution color graphics and musical cartoons at the end of the game make FASTGAMMON entertaining as well as challenging. A special feature allows you to replay the previous game using the same sequence of rolls, a great aid to improving your skills. The instruction booklet includes the rules of backgammon. Requires at least 24K of memory. Written in machine language. Runs on both Apple II and Apple II Plus. The diskette version is a 13-sector diskette that boots on both DOS 3.2 and DOS 3.3.

Cassette — $19.95 (#6001)
Diskette — $24.95 (#6002)

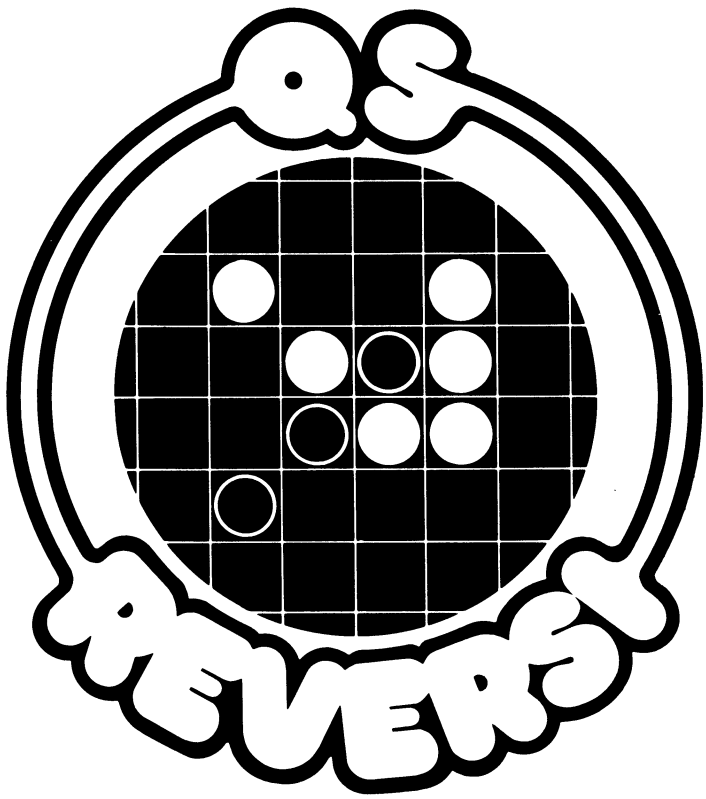
BATTLESHIP COMMANDER™

By Erik Kilk and Matthew Jew

In this game of strategy, you are pitted against the computer. Both you and the computer secretly position your five ships of different sizes on a ten by ten grid. Then the shooting starts. Place your volleys skillfully — a combination of logic and luck are required to beat the computer. After both sides have placed their volleys, the computer automatically totals up and displays the number of hits on each ship. If a ship is sunk, a cartoon portrays the event. There is no advantage to being first to volley. After one side has sunk all of the ships of the other to win the game, the computer displays a musical cartoon honoring the victor. Sound effects, flashing lights, and a well designed keyboard interface add to the enjoyment of this game. Runs on any Apple II with 32K. The diskette version is a 13-sector diskette that boots on both DOS 3.2 and DOS 3.3.



Cassette — $14.95 (#6073)
Diskette — $19.95 (#6074)



QS REVERSI

By Lee Merrill

Reversi is an ancient game of strategy, more recently called by the name of Othello*. QS REVERSI is ready to challenge you to a game at any level. Beginners will find it easy to learn the game playing against QS REVERSI — soon you will be beating the computer at its lowest level of play. But move up slowly, because QS REVERSI plays expertly at its highest levels. There are 12 levels of play, and few humans can beat it above level 10. QS REVERSI's excellent algorithms allow it to make its move decision very fast. Only at levels above 8 do you notice any delay at all, and at level 12 the maximum decision time is about four minutes. We have found that QS REVERSI outplays other commercially available microcomputer Othello games, including Hayden's REVERSAL. Some of the features of the game are:

1. Cursor move selection makes it easy to see and select your move.
2. The board is displayed in high resolution graphics.
3. Tournament mode displays row and columns in tournament notation and requires that moves be specified by row and column (as in a tournament).
4. You are allowed to back up your moves, and then move forward again if you back up too far.
5. A text display is available that records, in standard notation, the moves that have been made.
6. The computer's skill level may be changed at any time during the game.
7. Handicapping is allowed.

The instruction manual includes the rules of Reversi. Requires 48K of user memory for highest levels of play, but is playable up to level 9 with 32K of user memory. Sold on diskette only.

Diskette — $29.95 (#6404)

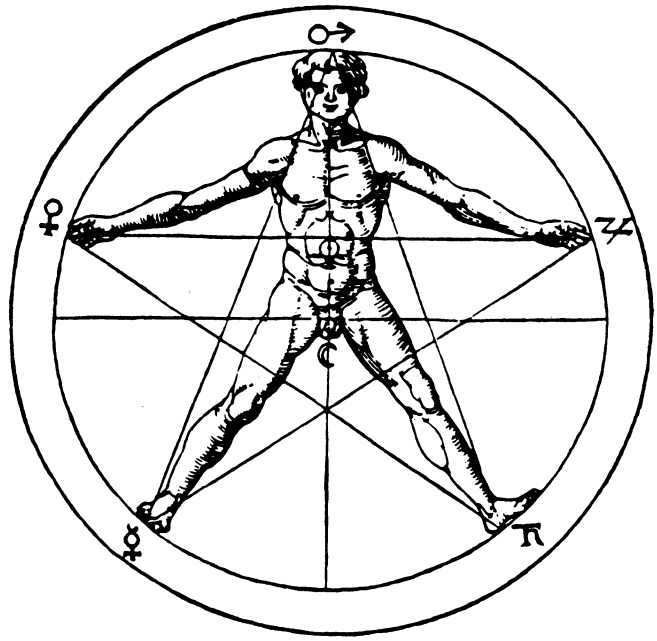
*Othello is a registered trademark of Gabriel Industries, Inc.

This is a protected product. See note on page A17.

AstroApple

By Bob Male

Your Apple computer becomes your astrologer, generating horoscopes and forecasts based on the computed positions of the heavenly bodies. This program offers a delightful and stimulating way to entertain friends. ASTROAPPLE produces natal horoscopes (birth charts) for each person based on his or her birth data. Included in the horoscope are paragraphs describing personality, emotional behavior, the way others see you, your attraction to others, and much more. Any two people may be compared for physical, emotional, and intellectual compatibility. Thirty day forecasts are provided for any month you choose. You are told which days are good for business, and what the stars have to say about your temper, your pocketbook, and your love life. The diskette version allows you to store each individual's personal data on diskette for later comparison with others. ASTROAPPLE comes complete with an instruction manual which helps explain the terminology and techniques of the astrologer. The program is written in Applesoft BASIC with machine language subroutines. It requires either RAM or ROM Applesoft and at least 32K of memory. The diskette version is a 13-sector diskette that boots on both DOS 3.2 and DOS 3.3.

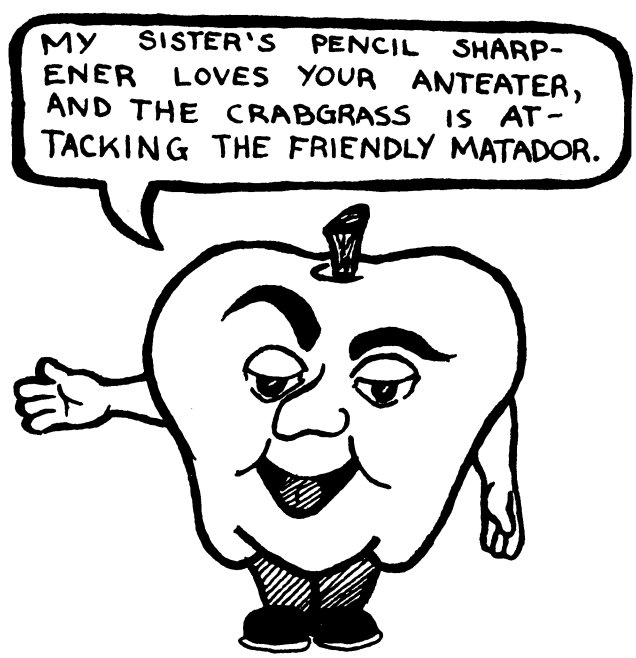


Cassette — $14.95 (#6077)
Diskette — $19.95 (#6078)

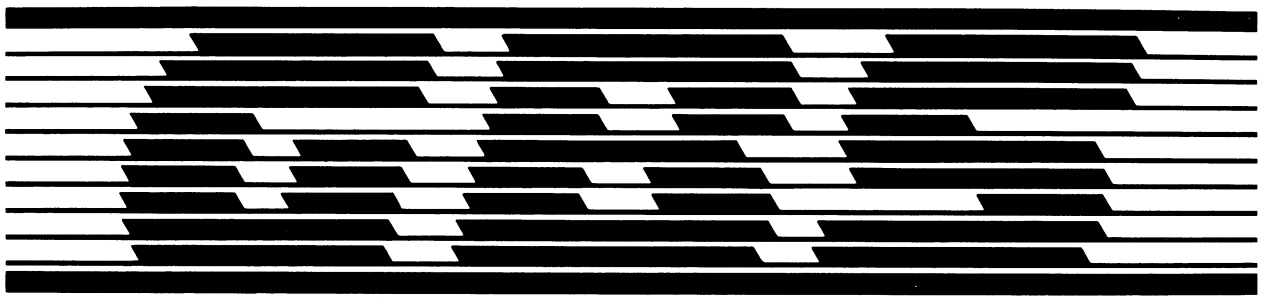
BABBLE

By Don Worth

Have fun with this unique software and your Apple computer. You write a story, entering it as a BABBLE program. As you write the story you specify certain words to be selected by the computer at random or entered from the keyboard at execution time. Run the program and watch BABBLE convert your story into an often hilarious collection of incongruities. The ways in which BABBLE can entertain you are limited only to your imagination. You can compose an impressive political speech or write poetry. You can plan a dinner menu. You can even form images on the screen or compose musical tunes with the help of BABBLE. BABBLE comes with four sample programs including a "fill in the blanks" story, a jingle writer, a graphics composer, and a speech maker. BABBLE has its own easy to use language. It is available only on diskette and boots on both DOS 3.3 and DOS 3.2. It runs on any Apple II computer that has at least 32K of user memory.



Diskette — $24.95 (#6080)



GBS is a programmable relational database management system of unmatched power for CP/M based microcomputers. It can manage the editing, storage, and printing of a single data file selectively and efficiently. But just as importantly, it can relate the information in up to three files simultaneously, permitting calculations, comparisons, and data transfers among the files or formatting such data for display or printing. With this powerful relational capability, files may be designed to be less redundant and more specific.

GBS can automatically search for, locate, and interrelate information from many files. For example, on order entry, it can refer to an inventory file for pricing and descriptive information, and then automatically decrement the inventory quantity on hand while creating an invoice record. You don't have to spend countless hours making redundant entries with a relational database system, thus saving considerable time and reducing chance for error.

Most other business programs are limited single file systems whereas GBS allows you to work with three files simultaneously and many more within a single program. All indexes are automatically updated when a new record is added or an indexed field is modified. A single file may extend over as many as four disk drives.

Included with GBS is a very powerful applications development tool called QUICK-GEN. This function allows almost anyone, even those unsophisticated about computers, to generate useful business programs. With QUICK-GEN, you can construct screens containing labels and headings simply by typing and moving the cursor. Once you have defined the fields in one or two files, you can position the fields by moving the cursor. You can specify calculations using formulas similar to BASIC, determine data entry order, and whether or not a field is to be updated. When these steps are completed, you have a ready to run program. After testing, you can go back and modify your program without reconstructing it.

Since GBS is fully programmable, you can modify QUICK-GEN constructed programs, or create different programs that meet specific needs. Programs such as accounts receivable, payroll, and general ledger can be created, and because GBS is programmable and relational, new programs and files can be added to your system as part of an integrated, comprehensive, database management system.

GBS requires 48K system, a Z80 softcard with CP/M*, and a RAMcard. While an 80 column card is not required to run GBS programs or to use its programming capability, it is desirable. An 80 column card is required to use QUICK-GEN.

GBS is available now although some of the features described above for QUICK-GEN will not be available until May. Contact Quality Software for information about availability.

Diskette — $700

*CP/M is a registered trademark of Digital Research

SPELLWRIGHT
By Pete Nielsen

Quality Software is proud to offer what we consider to be the best designed spelling checker for the Apple Computer. SPELLWRIGHT has features that other spelling checkers don't have, and its low price makes it an excellent value.

SPELLWRIGHT is easy to use. It is menu driven. It operates quickly. It has full printer support, and works with lower case adapters and 80-column boards. Spelling errors can be displayed on the screen, printed out on a printer, or reviewed as they appear in the file being checked.

SPELLWRIGHT can operate with most types of DOS files. It can operate on text files, binary files, and files created by many word processors for the Apple, including PIE and Applewriter.

SPELLWRIGHT has a main dictionary of over 11,000 words. But, more importantly, its use of dictionaries is extremely flexible. Words can be added and deleted from the main dictionary interactively. And separate user dictionaries can be formed. A file may be run through several dictionaries at the same time. The user dictionaries are especially useful for checking special documents that include special "lingo". Dumping these special words into the main dictionary would only slow the spelling checking process down unnecessarily in situations where they were not used. Thus, the SPELLWRIGHT main dictionary can be effectively increased by the user without significantly slowing the checking process.

SPELLWRIGHT is written in assembly language and GSL, which, along with its efficient file structure, makes it very fast.

SPELLWRIGHT is fully parameterized. For example, you can ask it only to check words more than five letters long.

SPELLWRIGHT requires 48K and runs only on 16-sector diskettes (DOS 3.3). Sold only on diskette.

Diskette — $59.95 (#6412)

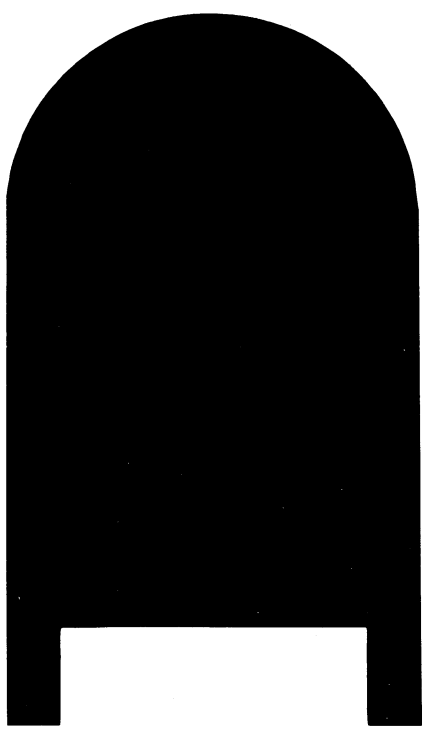
This is a protected product. See note on page A17.

This product was not available when the catalog was printed. Please contact Quality Software for availability information.

USMAIL
By Frank Wood

USMAIL is a CP/M* based mailing list program. It requires the CP/M operating system, which in turn requires a Z-80 processor card. Written in machine language, USMAIL can handle over 1000 names and addresses on a single diskette. It supports commands such as: ADD, DELETE, EXAMINE, CHANGE, PRINT, LABEL, SEARCH, CONTINUE SEARCH, SORT, ADD MULTIPLE, EXAMINE MULTIPLE, COPY, HELP, and END. The USMAIL data base can be easily read, written, and updated by CBASIC programs. This allows for easy interfacing with other CP/M programs. An interfacing example is included on the USMAIL diskette. USMAIL has built in sorting capability that is accomplished without the need for intermediate disk storage, making it very fast. Help commands are built in. Standard label print routines can be used, or write your own print routines and save them. The comprehensive manual defines the commands and the error messages in detail. On CP/M formatted diskette only.

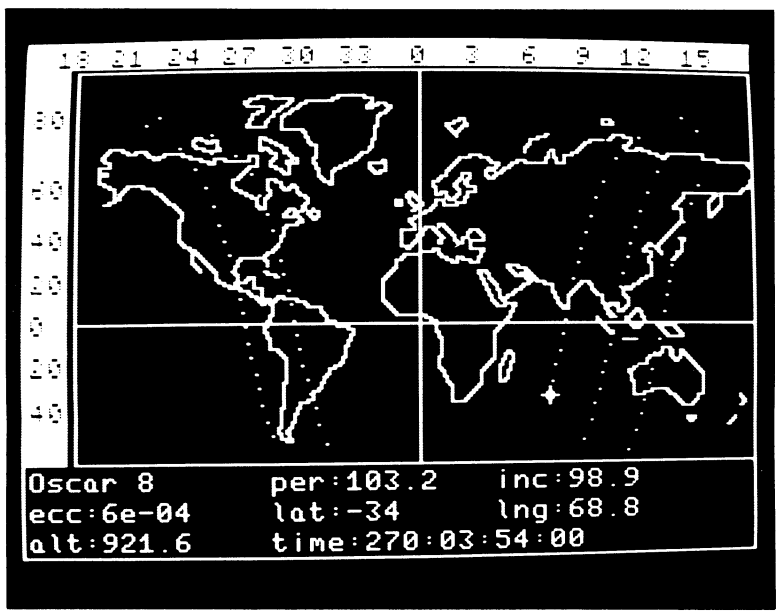
Diskette — $99.95 (#6202)
Manual Only — $19.95 (#6203)



*CP/M is a registered trademark of Digital Research.

SATELLITE TRACKING SOFTWARE

By SAT TRAK INTERNATIONAL



An international group of professionals offers ready-to-use software for beginners, professionals, or schools to allow you to operate your own SPACE CENTER and SATELLITE TRACKING SITE.

There are three programs, TRAK (for position and world map display), LOOK (for look angles with which to observe a satellite), and OBS (for entering observation updates). With these the user has all of the software necessary to find the geographical position of a satellite, find its location in space in relation to his or her location anywhere on earth, and update the satellite's orbital parameters based on a visual/time or radio/doppler shift observation. Amateur radio operators can now run a full week's (or more) worth of "Look Angles" (AZ,EL,RANGE) on OSCAR in only a few minutes. Astronomers can easily compute the Right Ascension/Declination of a satellite and quickly acquire it by telescope. Other satellite enthusiasts will know where to look for larger satellites at night, with the unaided eye.

Even beginners can quickly utilize these programs. All that is required for input are orbital parameters for each satellite, and these may be obtained easily from NASA at no cost.

Features include the capability to handle all types of orbits whether synchronous, highly elliptical, or circular. The program generates latitude, longitude, altitude, range, azimuth, and elevation outputs for any time, past, present, or future. A satellite data base of from 30 to 50 satellites can be maintained. Accuracy within 2 degrees or 5 seconds can be obtained if used properly.

Cassette — $49.95 (#6405)
Diskette — $49.95 (#6406)

QUALITY SOFTWARE
6660 Reseda Blvd., Suite 105, Reseda, CA 91335
(213) 344-6599

MasterCard and Visa cardholders may telephone their orders. Or mail in the order sheet below.

ORDER SHEET

Product Number	Qty.	Description	Medium (cass/disk)	Amount

Quality Software

Our company started in business in mid-1978 when we introduced the Radio Shack version of FASTGAMMON. Now we produce and distribute a line of utility, game, and business software for several popular small computer systems including Apple II, TRS-80, Atari, and Sorcerer. A growing company with corporate offices in Reseda, California, we are proud to be associated with an outstanding group of contributing software authors from all over the United States and in other countries.

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